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OOZLING

A NEW PLAYABLE RACE FOR YOUR FANTASY TABLETOP ROLE-PLAYING GAMES

INCLUDES RULES FOR 5E AND PATHFINDER

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OOZLING

Thousands of years ago, whilst desperately searching for a cure to his terrible illness, Archmage Mathius Zhu cast an experimental spell on himself that horribly backfired. He became an amorphous, translucent humanoid: the first oozling. Roughly every decade a fully-grown oozling must undergo 'oozling mitosis' and divide into two smaller halves creating two new oozlings – each brand new and totally different from their genetic parent. Since the genesis of their species many years ago, oozlings have multiplied and dispersed.

Divide, Survive, Repeat

The translucent, cold and gelatinous form of an oozling is not difficult to recognise. Although originally derived from humankind as a result of a magical mishap, their black eyes and lack of facial features are a stark contrast to the make up of a human face. Towards the end of their 10 year life cycle, oozlings can be up to 6 feet tall and weigh up to 200 pounds; a newly divided oozling is around 3 feet tall and 50 pounds, and will grow in mass every day before it divides once again.

Shortly after they divide from their genetic parent, an oozling can alter their appearance in a way that best suits their new personality. They can take on a new colour or mould their body into certain shapes, giving the appearance of a hairstyle or accessory.

Inspired and Determined

Oozlings have a zest for life and a thirst for knowledge. As they only live for 10 years they try to cram as much life experience as they can into each day. Few of them settle, and many of them live a nomadic lifestyle as they travel the world or find meaningful relationships within the short years they have. Because of this, most oozlings have an inclination towards good.

An oozling's personality is totally random once they have divided from their genetic parent. Some have been known to be confident and charismatic, others optimistic and clumsy, and others grumpy and melancholy. Regardless of their behaviour, each exhibits a natural affinity for magic and the arcane because of their link to their archmage forefather.

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Nomadic Explorers

Having developed much later than more established races, oozlings have not laid claim to any particular portion of the planet in the manner the dwarves have created underground kingdoms and the elves forest palaces. Instead, they tend to integrate within other communities, and can be found within most settlements to a varying degree. They are numerous enough in some towns and cities to congregate into small communities of their own.

Oozlings are cold to the touch and rely on the sun to provide warmth to their bodies; this means they favour hotter climates. Many will favour jobs that allow them to travel and see the world, so they often become sailors, merchants, caravan drivers, tomb explorers, archaeologists or performers.

'Gulp was such a kind and selfless member of the team, his knowledge of magic far surpassed mine and he saved my life on more than one occassion. Needless to say, none of us were expecting him to divide in two. Our newest members of the team are a red oozling who means well but eats all of our food, and a yellow oozling who constantly tells jokes. I quite enjoyed the jokes, but it turned out the bandits we were hiding from didn't appreciate them as much'.

– Extract from a diary recovered from a bandit camp outside of Port Crewe

Naming Conventions

A newly divided oozling remembers nothing from their parent's life after their division, but are born able to speak one or more of the languages they knew and sometimes exhibit the abilities of their genetic parent. The two new oozlings are often quite different from one another, so go their separate ways soon after the genetic parent's oozling mitosis has taken place.

After their division, an oozling must get to grips with their new personality and body, and give themselves a name. Oozling names are often based on the first thing they see after they divide, or sounds they make with their new mouths that bring them enjoyment. Oozlings do not really care for names, and rarely have surnames. They only give names to themselves as they know it will help other races identify them.

Oozling Names: Gluck, Broomstick, Fizz, Puddle, Boom-Boom, Splorch, Lock, Sunshine, Click-Clack, Gargle, Vee, Noodle, Swat, Snowflake, Zwap, Smiley, Plump, Gloop, Goat, Bluebell, Cloud, Pip, Squibble, Noggin, Patch, Bloop.

Oozlings prefer arcane focuses made from natural materials, such as wood or stone.

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5E TRAITS AND RULES

Your gelatinous oozling character is naturally gifted in the arcane because of their magical heritage.

Ability Score Increase
Your Wisdom or Intelligence score increases by 2 and your Constitution score increases by 1.

Age
An oozling's life only lasts around 10 years. After this, they split into two separate entities, each with their own unique personalities and abilities. Divided oozlings share no memory of their genetic parent's life.

They are born with the maturity, intelligence and demeanour they will carry with them for the rest of their lives. However, they do grow, gathering more and more mass until they eventually split once again.

Alignment
The two oozlings born from a genetic parent's division are totally random. Some may be joyful and kind-hearted, others pessimistic and bitter. Every oozling's personality is different, and unrecognisable from their parent.

Because of their short lifespan, oozlings generally lean towards good, working with the world to see more of its beauty while they can. They value freedom, discovery and exploration and do not care too much about the inner governmental workings of other cultures. This free-spirited nature can give them unpredictable or sometimes fickle tendencies.

Size
A fully-grown oozling can be around 6 feet tall, but a newly-divided oozling is normally only around 3 feet tall. They have slender and amorphous builds.

Between the ages of zero and five, your size is Small; after this age, your size is considered Medium.

Speed
Your base walking speed is 30 feet.

Archmage's Sense
You gain proficiency in the Arcana skill.

Magic Resistance
You have advantage on saving throws against spells and other magical effects.

Gelatinous
You can move through the space of any creature that is of a size larger than your own.

Malleable Form
You can cast *Disguise Self* with this trait. Once you cast this spell, you can't cast it again with this trait until you finish a long rest.

Languages
You can speak, read and write Common and two other languages of your choice. Oozlings are born with an innate ability to read and absorb information, this knowledge is said to be inherited from the generations of genetic parents that came before them.

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PATHFINDER ANCESTRY

If you want to play a character who is naturally gifted in magic, but is somewhat unpredictable, you should play an oozling.

Hit Points: 6

Size: Medium (or Small if oozling is under five years of age)

Speed: 30 feet

Ability Boosts: Wisdom
Constitution
Free

Ability Flaw: Strength

Languages: Common.
Plus three additional languages of your choice. Choose from Elven, Sylvan, Celestial, Terran, Draconic, Gnomish and any other languages to which you have access (such as the languages prevalent in your region).

Traits: Oozling, Humanoid.

Oozling Heritages

ACIDIC OOZLING
The gelatinous liquid that makes up your form is naturally acidic in its make up. You gain acid resistance equal to half your level (minimum 1). Once per day you can use Acid as a touch attack, as you can manipulate your form to damage others.

OBSERVANT OOZLING
Your thirst for knowledge has enabled you to gain understanding and insight into a race with which you frequently interact. Choose one other race apart from oozling, whenever you gain an ancestry feat you can select from that race's feats as well as oozling feats.

RUNIC OOZLING
You have a natural ability to discover and understand magic. You can cast the *detect magic* cantrip as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

In addition, you gain a +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature. These skill actions typically use the Arcana, Nature, Occultism, or Religion skill.

ARCANE OOZLING
Your form was created by magic, so magic reacts to it in strange ways. Some schools of magic struggle to work against you. If you roll a success on a saving throw against a necromancy effect, you get a critical success instead.

Ancestry Feats

1ST LEVEL

BORN WITH MAGIC
Your inherited magic manifests itself as a simple arcane spell, even if you aren't formally trained in magic. Choose one cantrip from the arcane spell list. You can cast this cantrip as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

OOZLING LORE
You were born with a deep understanding of magic and the world around you, and you yearn to discover more about your world. You gain the trained proficiency rank in Arcana and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Oozling Lore.

OOZLING WEAPON FAMILIARITY
In combat, you favour weapons that are as tall as you are, as they help you support your gelatinous form. You are trained with the quarterstaff, spear and javelin.

Also, your knowledge of physics aids you with ranged weapons. You are trained with longbows and shortbows.

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BORN WITH EXPERIENCE
After dividing, you were born naturally gifted in certain crafts. You gain the trained proficiency rank in two skills of your choice.

AFFINITY WITH THE NATURAL WORLD
You have a special connection to nature and natural materials, and are able to harness their connection to magic. When you are using a melee weapon made from wood, stone or other organic materials, you are considered to be trained in using it. On top of this, when you hit on an attack with a natural melee weapon against a creature, multiply the amount of weapon damage you roll by one and a half.

SPELLCASTER LEGACY
Trigger: You attempt a saving throw against a spell or magical effect, before rolling.
You easily defend yourself against magic, as it resides at the core of your being. You gain a +1 circumstance bonus to your saving throw against the triggering spell or magical effect.

5TH LEVEL

OOZLING WEAPON UNDERSTANDING
Prerequisites: Oozling Weapon Familiarity.
Your weapon has become an extension of yourself, and you carry it wherever you go. Whenever you score a critical hit using a quarterstaff, spear, javelin, longbow or shortbow you apply the weapon's critical specialization effect.

NOMADIC TRAVELLER
During your travels, you have adapted to the culture of the predominant society around you. You gain the Adopted Ancestry general feat, and you also gain one 1st-level ancestry feat from the ancestry you chose for the Adopted Ancestry feat.

MAGIC COMPREHENSION
You are naturally gifted with magic, as were generations of oozlings before you. Sensing magic around you is as simple as breathing or walking. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions.

When you come within 10 feet of an illusion that can be disbelieved, the GM rolls a secret check for you to disbelieve it, even if you didn't spend an action to Interact with the illusion.

9TH LEVEL

ARCHMAGE LEGACY
Prerequisites: Spellcaster Legacy.
Harnessing magic is second nature to you, and you have a great understanding about how it works. When magic is used against you, it often fails. You gain a +1 circumstance bonus to saving throws against spells and magical effects at all times.

MAGICAL CONDUIT
Prerequisites: at least one arcane innate spell
Arcane magic comes naturally to you, and rests within you. You gain *false life* and *mirror image* as 2nd-level arcane innate spells. You can cast each of these arcane innate spells once per day.

13TH LEVEL

OOZLING WEAPON EXPERTISE
Prerequisites: Oozling Weapon Understanding.
You walk and gesture with your weapon, it has practically become another one of your limbs. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for quarterstaffs, spears, javelins, longbows and shortbows.

MEANINGFUL BOND
Prerequisites: at least three arcane innate spells.
With your short lifespan, you scour the world looking for meaningful relationships to share with other people. Your extensive knowledge of the arcane allows you to break down social barriers much more easily. You gain *telepathic bond* and *tongues* as 5th-level arcane innate spells. You can cast each of these arcane innate spells once per day.

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